

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application.

I. (Previously Presented) A pistol for a video game shooting system used by a player to enable a virtual actor to shoot at at least one virtual target, the system comprising:

a display system which can display an image of the video game shooting system incorporating the at least one virtual target, said image being representative of a viewing field of the virtual actor;

a game processing means having at least one microprocessor which is connectable to said display system to control said image of the video game shooting system on said display system; and

the pistol, which is connectable to said game processing means, comprises a grip supporting a frame which defines a shooting axis whose direct projection on the display system defines an impact position of a shot on said display system, said pistol further comprises a means for triggering shots on the at least one virtual target following the shooting axis, said means for triggering shoots being activated by the player to send the a shooting instruction to said game processing game means at an instant chose by the player, wherein the displacement of said shooting axis relative to the display system and the virtual actor is caused by an orientation of the frame of the pistol relative to said display system due to the player's action,

wherein the pistol further comprises an integrated means to control a movement of the viewing field of the virtual actor, enabling the player to move the virtual actor in video game shooting system and to shoot in a location and at a moment chosen by the player.

2. (Previously Presented) The pistol for a video game shooting system according to claim 1, wherein said integrated means to control said movement of the viewing field of the virtual actor comprises a multidirectional control device.

3. (Previously Presented) The pistol for a video game shooting system according to claim 2 wherein said multidirectional control device enables the player to move the virtual action in at least one of a left, right, forward and back direction.

4. (Previously Presented) The pistol for a video game shooting system according to claim 2 wherein said multidirectional control device comprises at least one of a control pad, a joystick, a trackball and a plurality of directional buttons.

5. (Previously Presented) The pistol for a video game shooting system according to claim 2 wherein the pistol further comprises a button which switches an effects of said multidirectional control device and enables a lateral movement of the virtual actor to the left or to the right.

6. (Previously Presented) The pistol for a video game shooting system according to claim 2 wherein the pistol further comprises a switching button which enables said multidirectional control device to cause a movement of the virtual actor's head.

7. (Previously Presented) The pistol for a video game shooting system according to claim 1, comprising a mechanical system with a inobile mass intended to simulate a recoil when the player is shooting.

8. (Previously Presented) The pistol for a video game shooting system according to claim 1 wherein said means for triggering shots on the at least one virtual target further comprises a trigger.

9. (Previously Presented) The pistol for a video game shooting system according to claim 1 wherein said game processing means further comprises a game console, and said display system further comprises a television set.

10. (Previously Presented) The pistol for a video game shooting system according to claim 1 wherein said game processing means further comprises a computer, and said display system further comprises a monitor.

11. (Cancelled)

12. (Previously Presented) The pistol for a video game shooting system according to claim 1 wherein a projection of said shooting axis on said display system is represented by a visible cross hairs on said image of the video game shooting system.

13. (Previously Presented) The pistol for a video game shooting system according to claim 1 wherein the pistol is connectable to said game processing means.

14. (Previously Presented) A gun-shaped controller for use with an electronic game device which controls a game development in response to signals supplied from the controller, said gun-shaped controller comprising:

a gun barrel;

a grip to be held by the player;

a trigger lever provided at a portion of the gun-shaped controller manually operable by an index finger of a hand holding the gun-shaped controller at the grip;

means for detecting a position of said gun barrel relative to a display screen; and

a directional key provided at a rear portion of said gun-shaped controller manually operable by a thumb of the hand holding the gun-shaped controller at the grip to supply the game device with signals indicative of directions, wherein an object displayed on the

display screen moves in response to the signals indicative of directions under control of the game device.

15. (Previously Presented) A gun-shaped controller for an electronic amusement device, wherein said controller supplies to said electronic amusement device a controlled variable which is a variation in a position of the controller itself while said controller is to be held and operated by a player during a game play, the controller comprising:

- a gun barrel;
- a grip to be held by the player;
- a trigger lever to be operated by the player;

signal supplying means including a directional key which supplies signals indicative of directions to said amusement device, wherein said directional key is manually operable by the player, and an object displayed on a screen of a display means under control of said amusement device moves in at least one of a plurality of directions in response to said signals; and

means for detecting a position of said gun barrel relative to said screen.

16. (Previously Presented) A gun-shaped controller according to claim 15, wherein said signals pertain to a game development with respect to a game image displayed on the screen of said display means and said directional key is integrally formed with said gun barrel.

17. (Previously Presented) A gun-shaped controller according to claim 15, wherein said plurality of directions comprise movements of upward, downward, leftward, and rightward.

18. (Previously Presented) A gun-shaped controller according to claim 15, wherein said displayed object is a character or cursor displayed on said screen.

19. (Previously Presented) A gun-shaped controller according to claim 15, wherein said directional key is arranged on an upper part of said grip.

20. (Previously Presented) A gun-shaped controller according to claim 19, wherein a cable is provided to a rear end of said grip.

21. (Previously Presented) A gun-shaped controller according to claim 19, wherein an operation button is provided to an upper part of said directional key.

22. (Previously Presented) A gun-shaped controller according to claim 19, wherein said directional key is arranged on a face formed continuously to a rear face of said grip and inclined toward the tip of the gun barrel rather than the rear face.

23. (Previously Presented) A gun-shaped controller according to claim 19, wherein said directional key is positioned higher than, at least, a tip of said trigger lever when the lengthwise axis of said gun barrel is to be a horizontal standard.

24. (Previously Presented) A gun-shaped controller according to claim 19, wherein said directional key is positioned approximately in a center of a widthwise direction of the gun when viewed from a rear position of the gun.

25. (Previously Presented) A gun-shaped controller according to claim 15, wherein the player is able to conduct an operation of virtually firing a cannonball toward a game image displayed on the screen of said display means, and wherein said gun-shaped controller further comprises a recoil mechanism for providing recoil to said gun barrel when said cannonball is fired.

26. (Previously Presented) A gun-shaped controller according to claim 15, wherein said amusement device forms game images in a style wherein an enemy character and a main character shown within the screen displayed on said display means battle each other, said signals provide instructing directions to a game machine of said amusement device for moving the main character on said screen and for attacking the enemy character on the screen, and said game machine processes a predetermined game program, moves the main character pursuant to the signals from said gun-shaped controller, and progresses and develops the game.

27. (Previously Presented) A gun-shaped controller according to claim 26, wherein said game machine comprises image processing means for forming images of the main character successively moving along a predetermined course.

28. (Previously Presented) A gun-shaped controller according to claim 26, wherein said game machine comprises image processing means for forming game images from an objective viewpoint to view the main character when provided with signals from said gun-shaped controller for moving the main character, and an image from the main character's viewpoint when fighting with the enemy character.

29. (Cancelled)

30. (Previously Presented) A gun-shaped controller according to claim 26, wherein said directional key is formed integrally with said gun-shaped controller and transmits said signals to move, at the least, said main character in a plurality of directions on said screen.

31. (Previously Presented) A gun-shaped controller according to claim 30, wherein said directional key of said gun-shaped controller is manually operable by

the player, and said signals for instructing directions are signals for moving, at the least, said main character in a plurality of directions on said screen.

32. (Previously Presented) A gun-shaped controller according to claim 31, wherein said plurality of directions comprise movement of upward, downward, leftward, and rightward.

33. (Previously Presented) A gun-shaped controller according to claim 15, wherein said signals are supplied to said amusement device for instructing movement directions and controlling a movement of displayed objects such as characters appearing in a virtual game space in conformity with the instructed movement direction.